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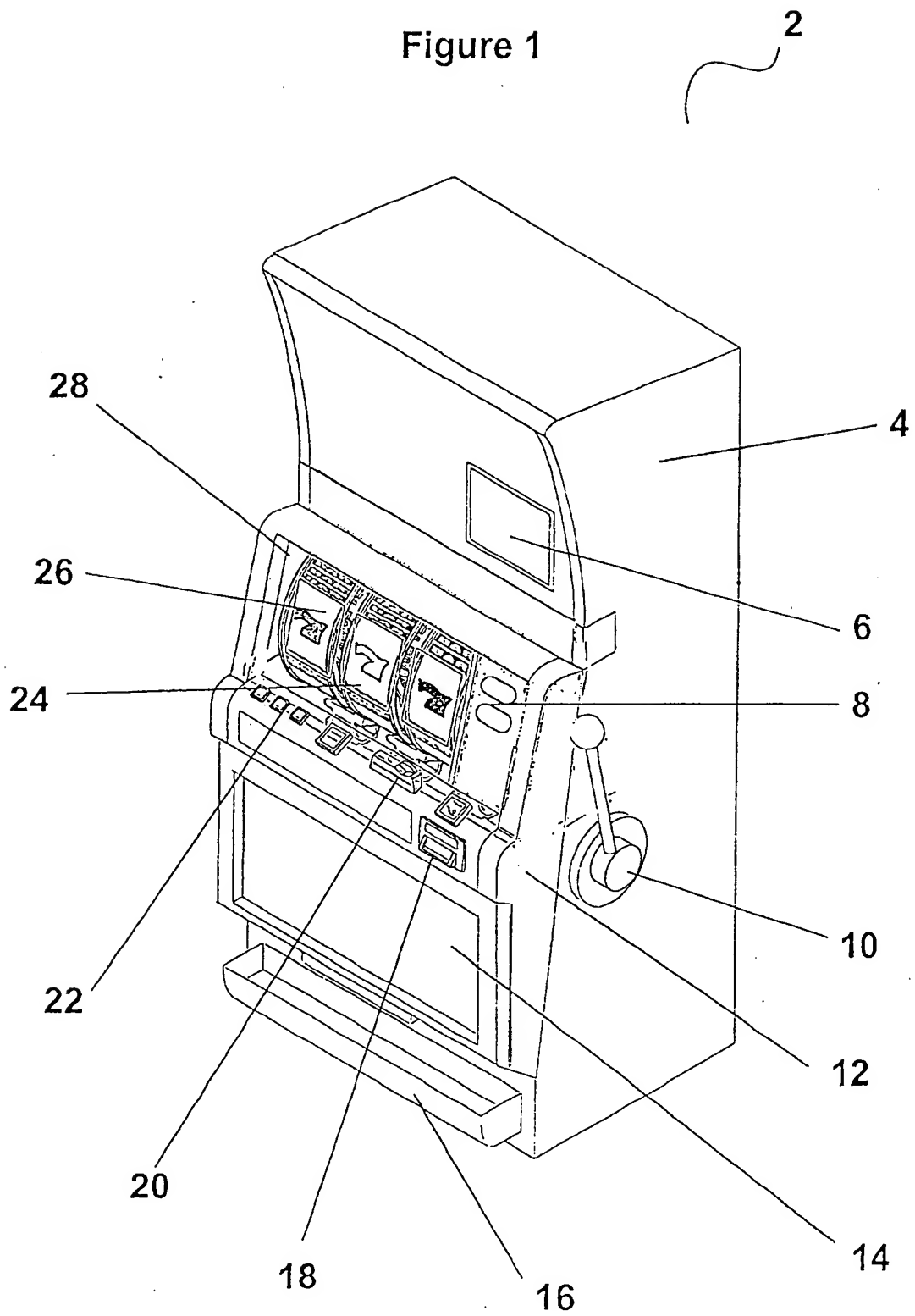
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Figure 1

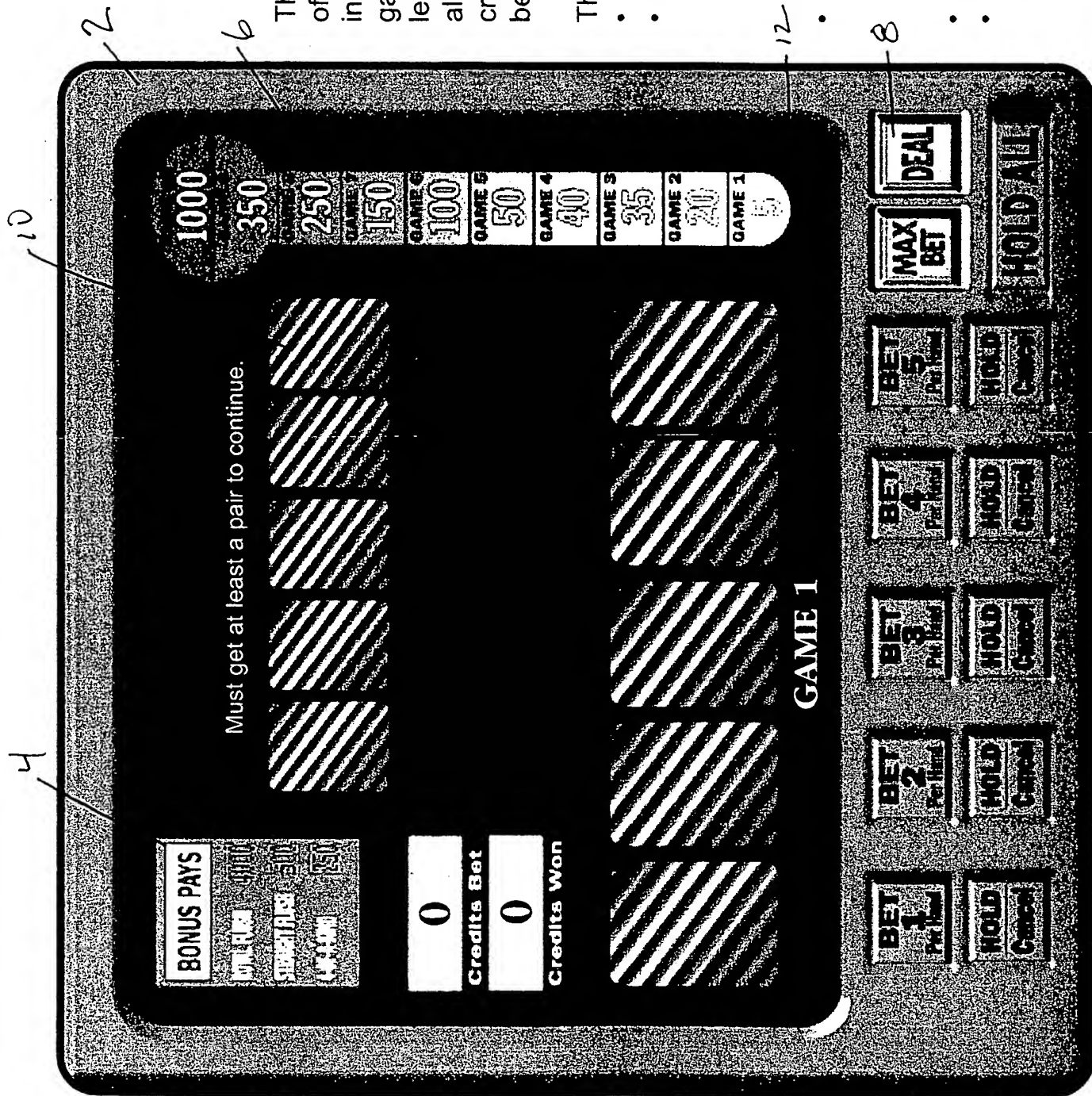


# The Machine At Rest

The machine itself consists of a video screen and housing. Players wager on 10 games at a time (although a lesser number may be allowed), and the number of credits bet per hand. Max bet is 50 credits.

The video screen shows:

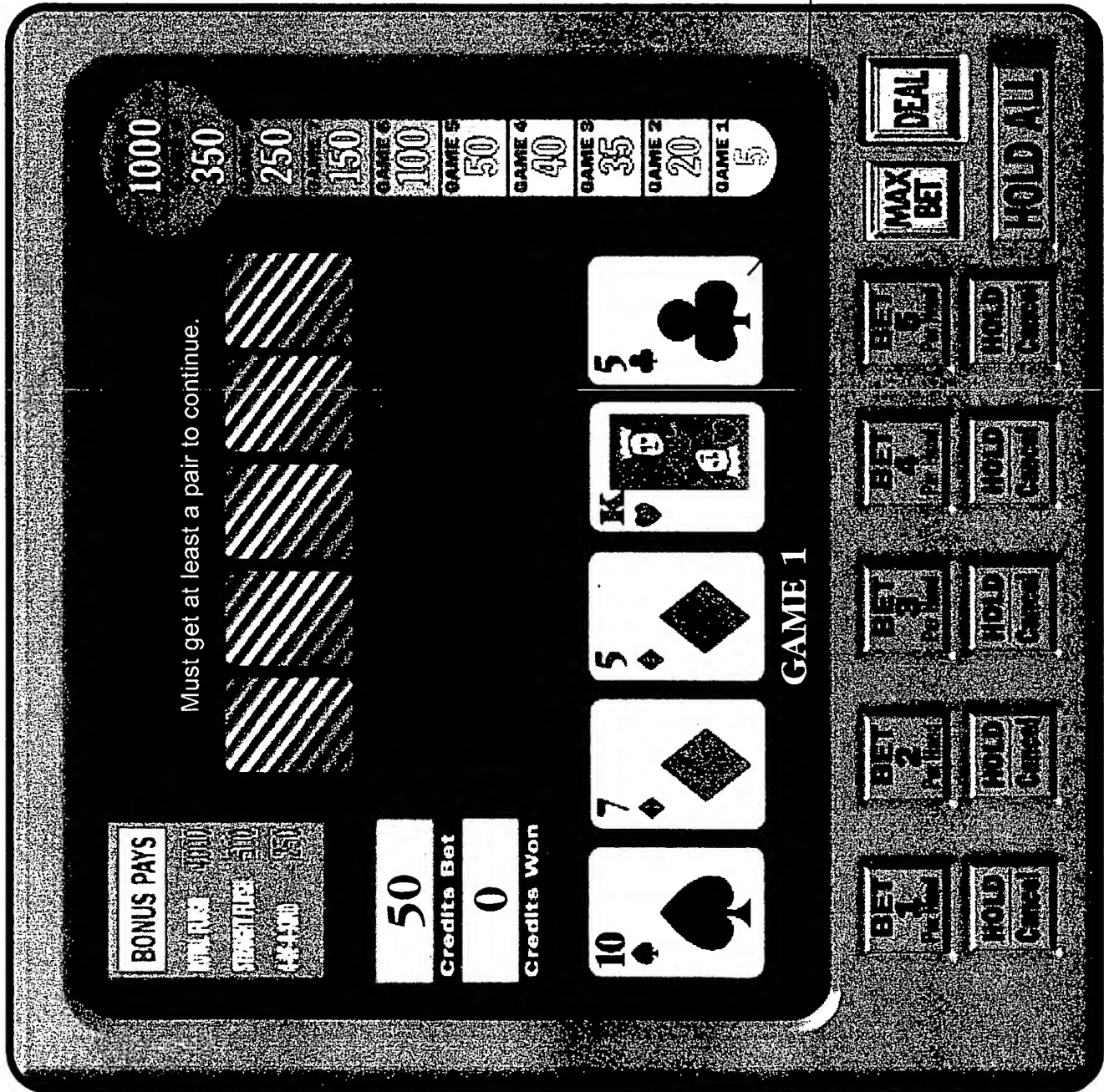
- A main hand of 5 cards
- A smaller hand showing the player's last hand, with instructions telling the player what he must get to continue.
- Graphic of a thermometer, showing how many credits are won for each of the 10 games.
- Bonus pay table.
- Box for credits bet and credits won.



# Wager 1 Game 1

The player has wagered 50,  
5 credits for each of 10  
games.

The cards are dealt for  
Game 1.

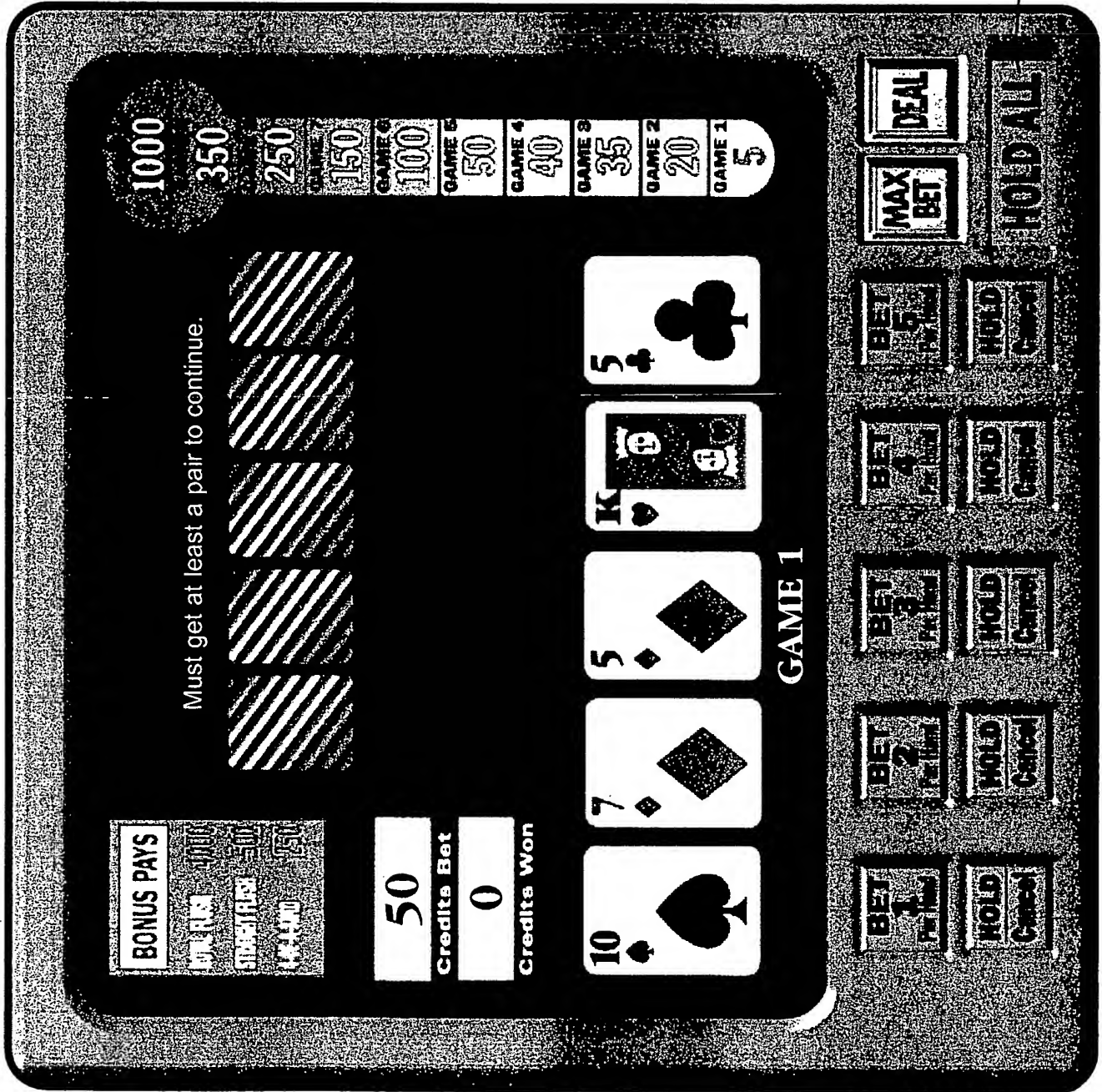


# Wager 1 Game 1

The player has received a small pair.

IN HEATWAVE POKER, IT IS IMPORTANT TO START WITH THE LOWEST PAYING HAND POSSIBLE, SINCE TO CONTINUE ON, THE PLAYER MUST TIE OR BEAT HIS LAST POKER HAND!

The player elects to HOLD ALL, since it would not be advantageous to hold just the 5s, and risk getting 3-of-a-kind, which would limit the player's ability to continue.



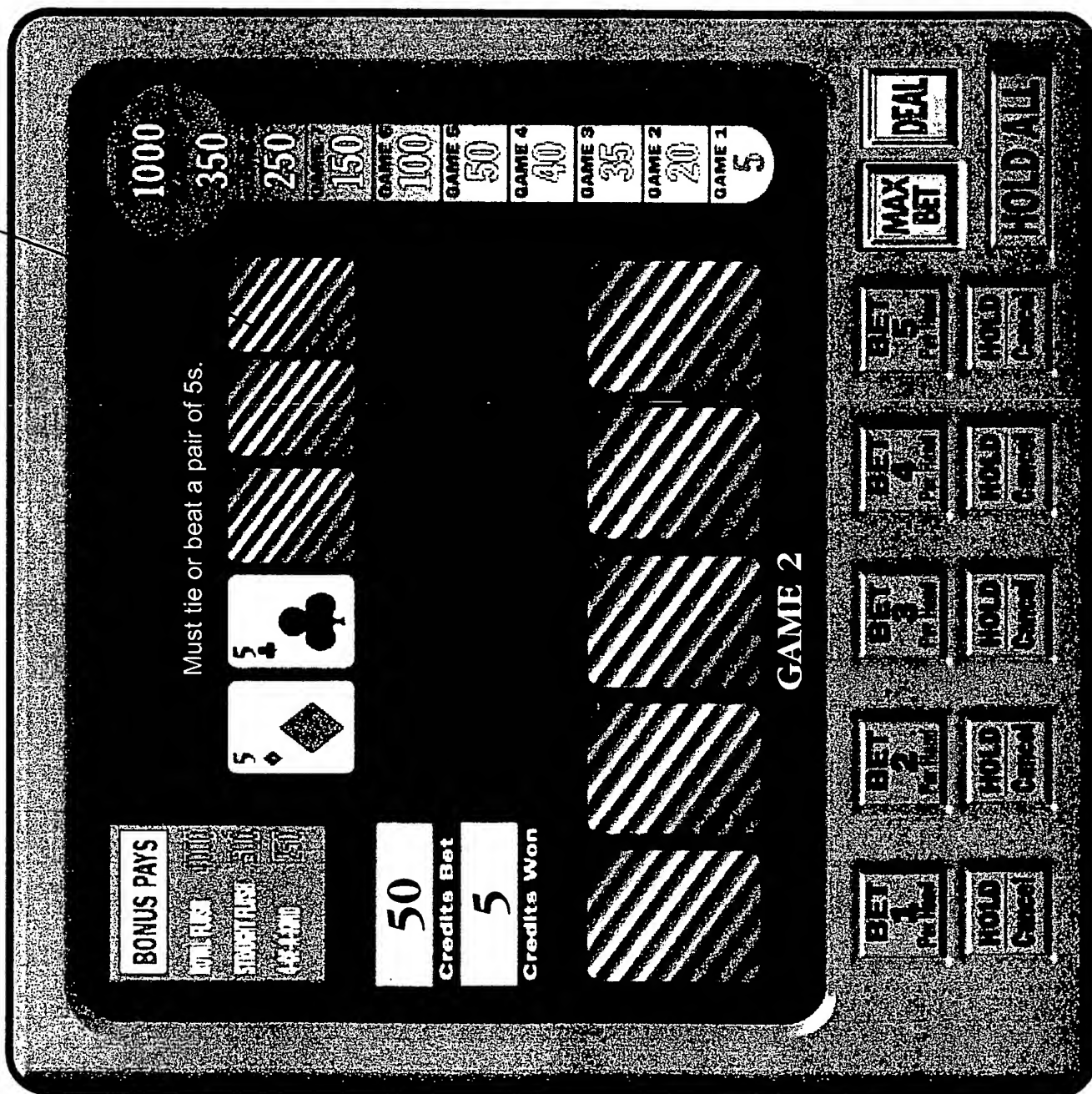
# Wager 1 Game 1

The player gets a pair of 5s in the first game, and wins 5 credits for Game 1.

This is immediately shown in the small hand above.

Instructions above the small hand indicate to the player what he must get to win Game 2.

The player presses DEAL to get his cards for Game 2.





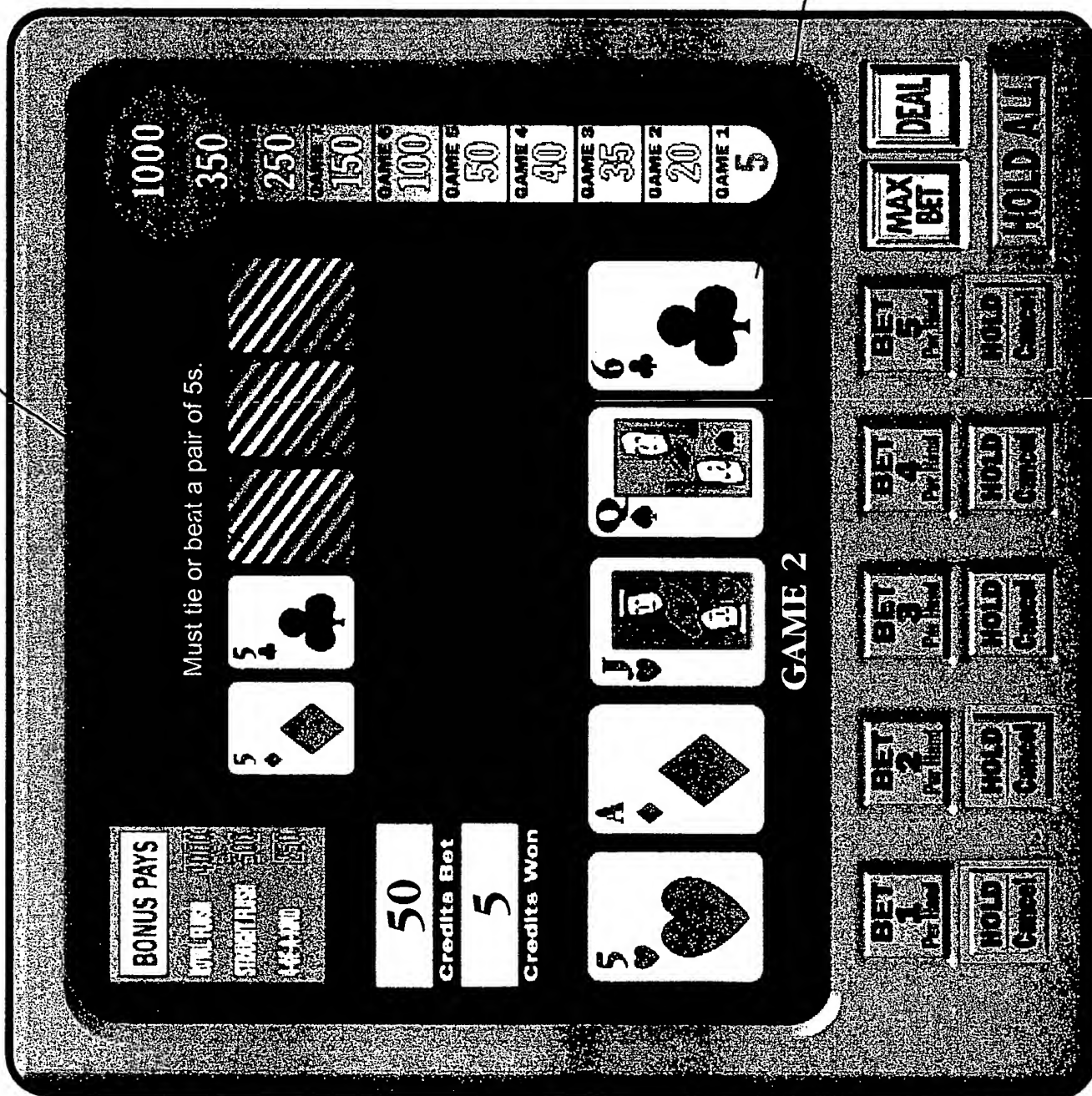
# Wager 1 Game 2

The player is dealt 5 cards, but must draw to get a winning hand.

He elects to hold the 5, 6 and Ace.

ACES ARE VERY IMPORTANT IN THIS GAME:  
THEY AUTOMATICALLY ARE CONSIDERED AS HIGH CARDS TO BEAT THE LAST HAND, BUT THEN ARE CONSIDERED AS A LOW PAIR TO CONTINUE!

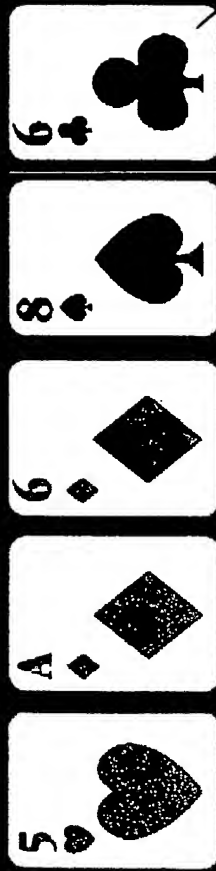
This gives the player an occasional chance to basically start fresh, even if he is already won a number of games!



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# Wager 1 Game 2

Pair of 6s beats pair of 5s.



GAME 2

BONUS PAYS	
TOTAL RUN	1000
STANDARD PAYOUT	350
MAXIMUM	250
	150
	100
	50
	40
	35
	20
	5

50  
Credits Bet

25  
Credits Won

BET 1 Per Hand	BET 2 Per Hand	BET 3 Per Hand	BET 4 Per Hand	BET 5 Per Hand	MAX BET	DEAL
HOLD Cancel	HOLD Cancel	HOLD Cancel	HOLD Cancel	HOLD Cancel		HOLD ALL

The draw gives the player a pair of 6s in Game 2, which beats the 5s in Game 1!

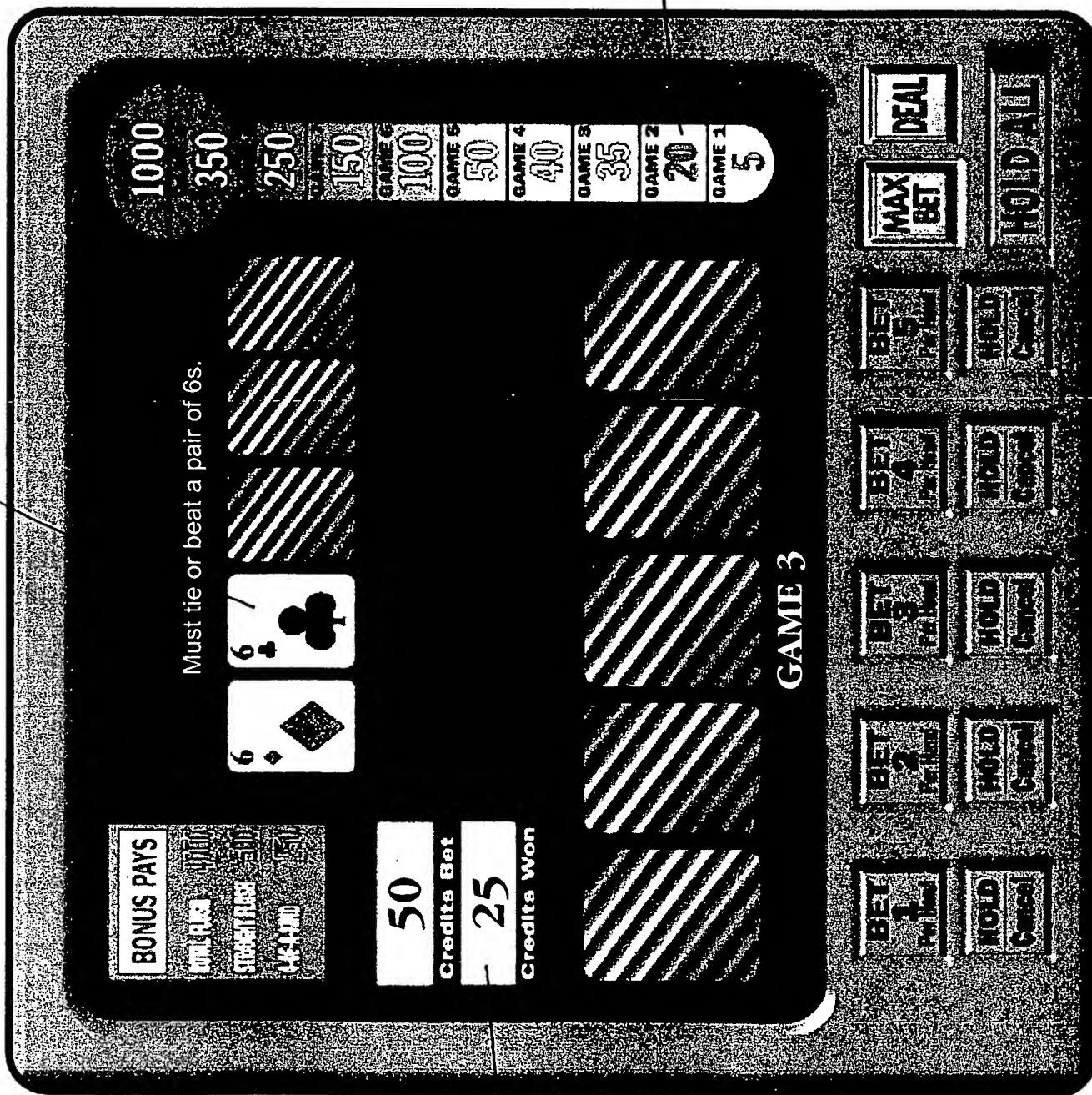
Now he wins an additional 20 credits, and can continue to Game 3.

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# Wager 1 Game 3

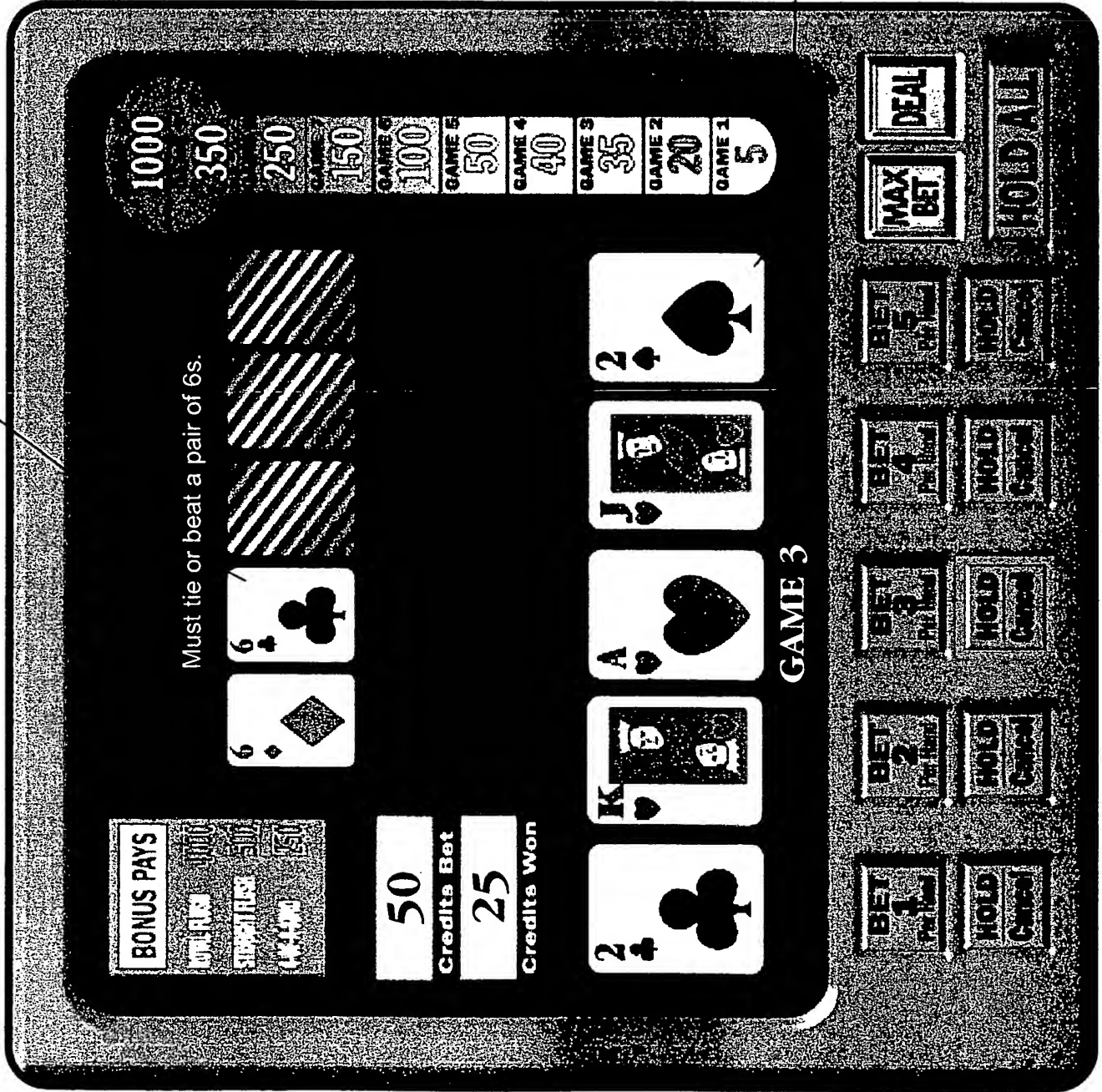
The player deals the cards for Game 3.



# Wager 1 Game 3

The player has drawn a pair of 2s, but would need a third 2 to beat the pair of 6s. If he does that, his next game would have to be at least a 3-of-a Kind to win.

He elects to hold only the Ace.

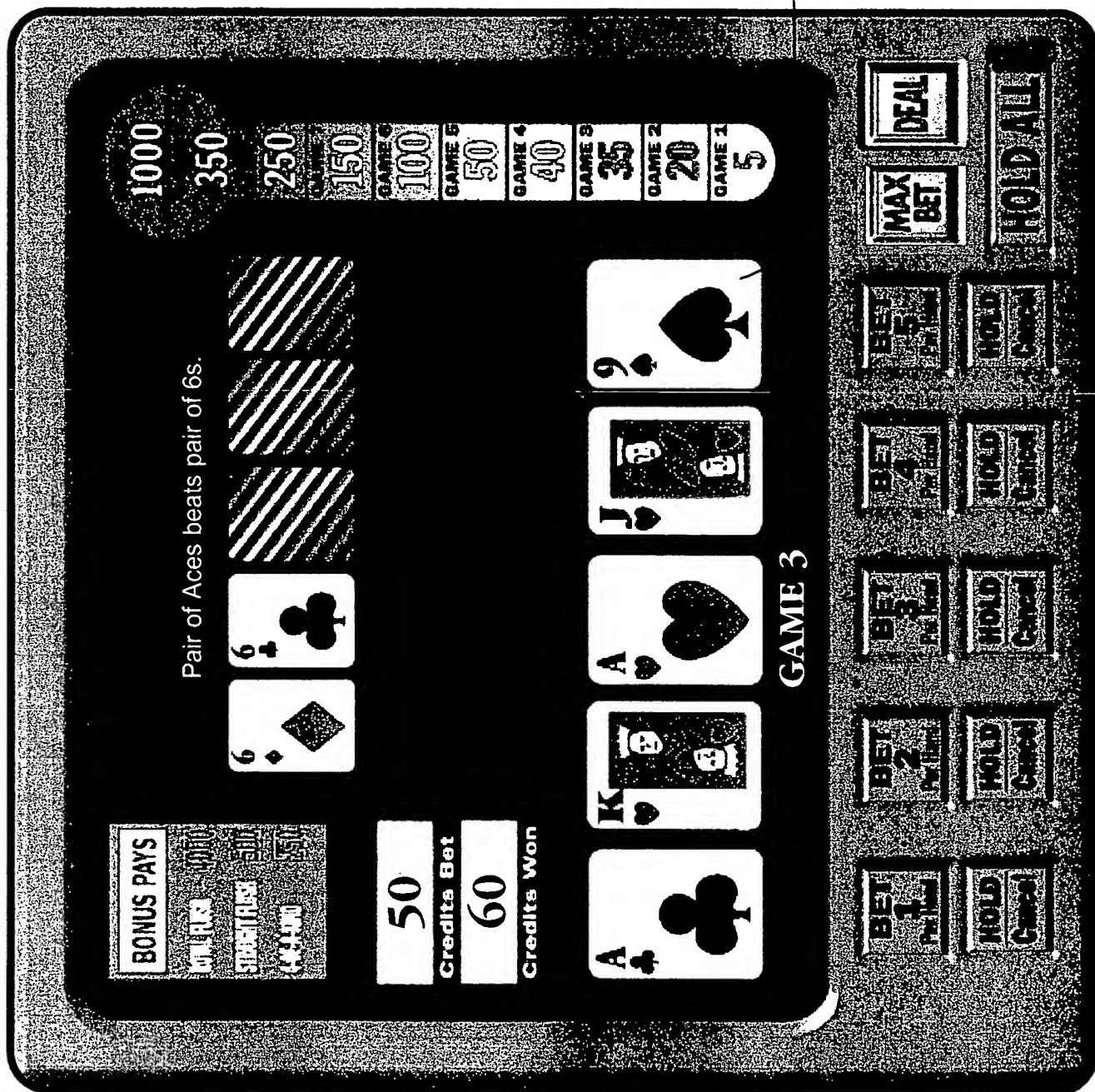


# Wager 1 Game 3

He gets a pair of Aces,  
always considered as a high  
pair in the main hand.

He wins another 35 credits  
for Game 3.

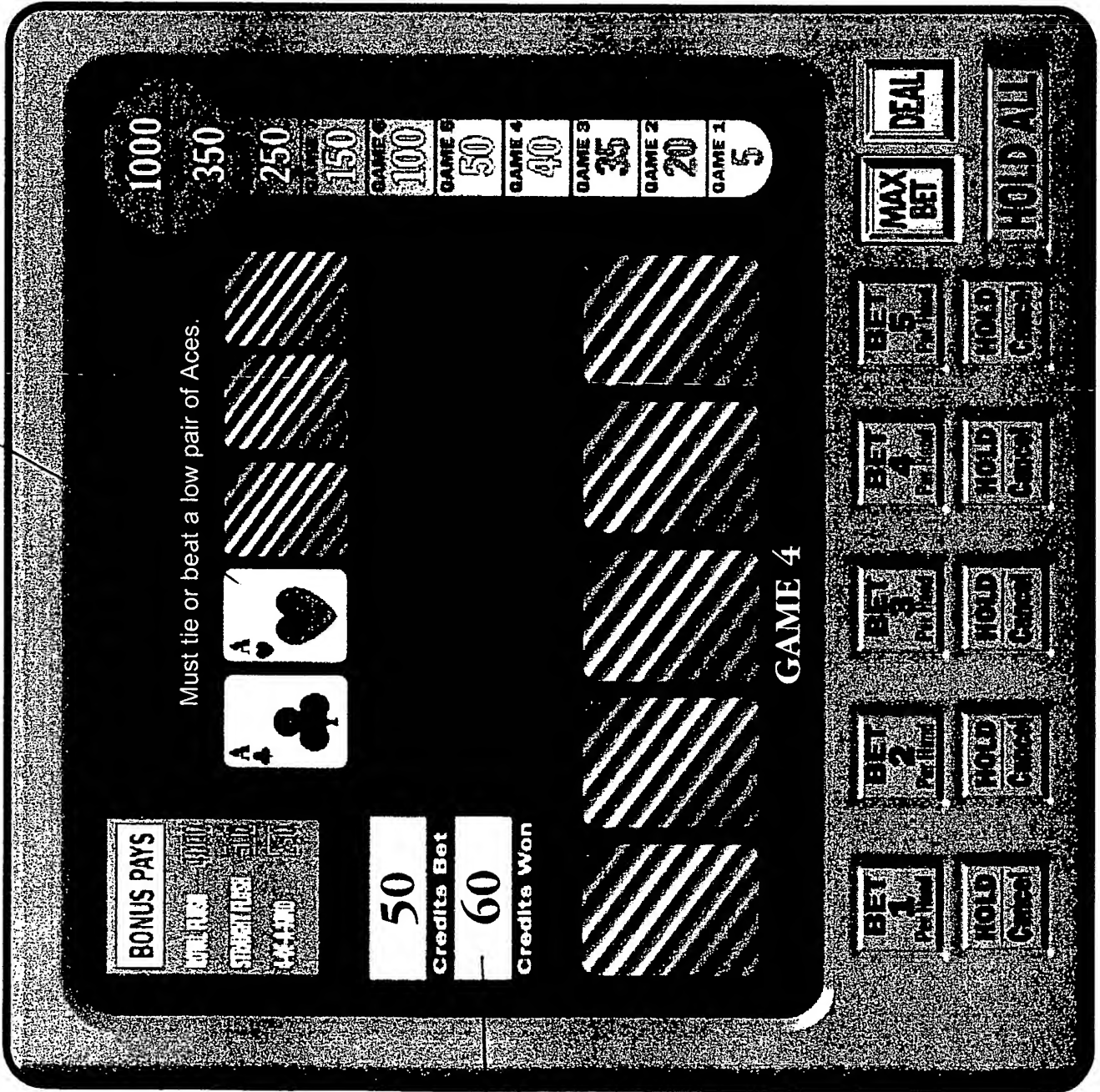
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# Wager 1 Game 4

The player deals Game 4.



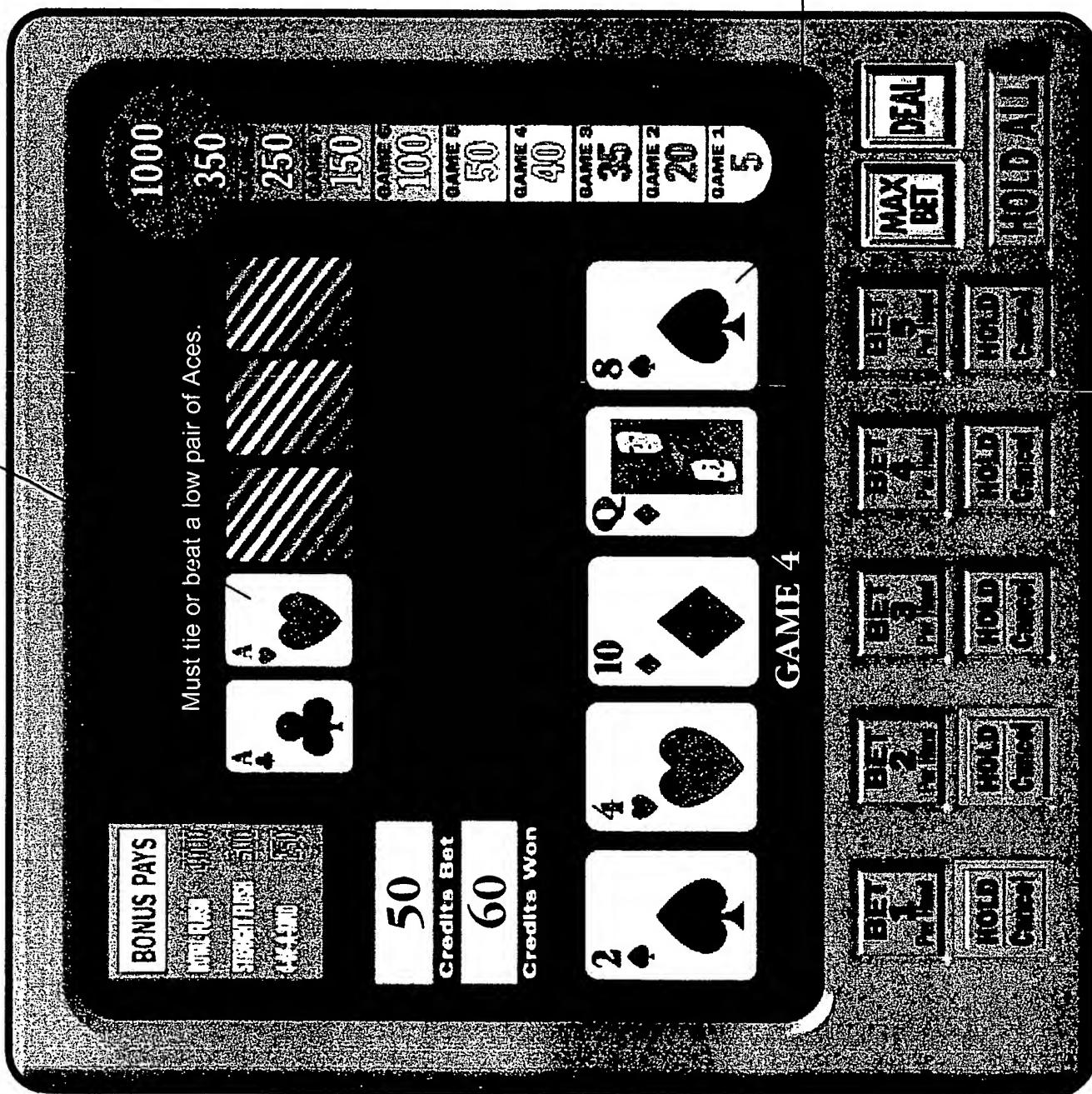
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# Wager 1 Game 4

The player does not get a winning deal, and elects to hold the 2 and the 4.

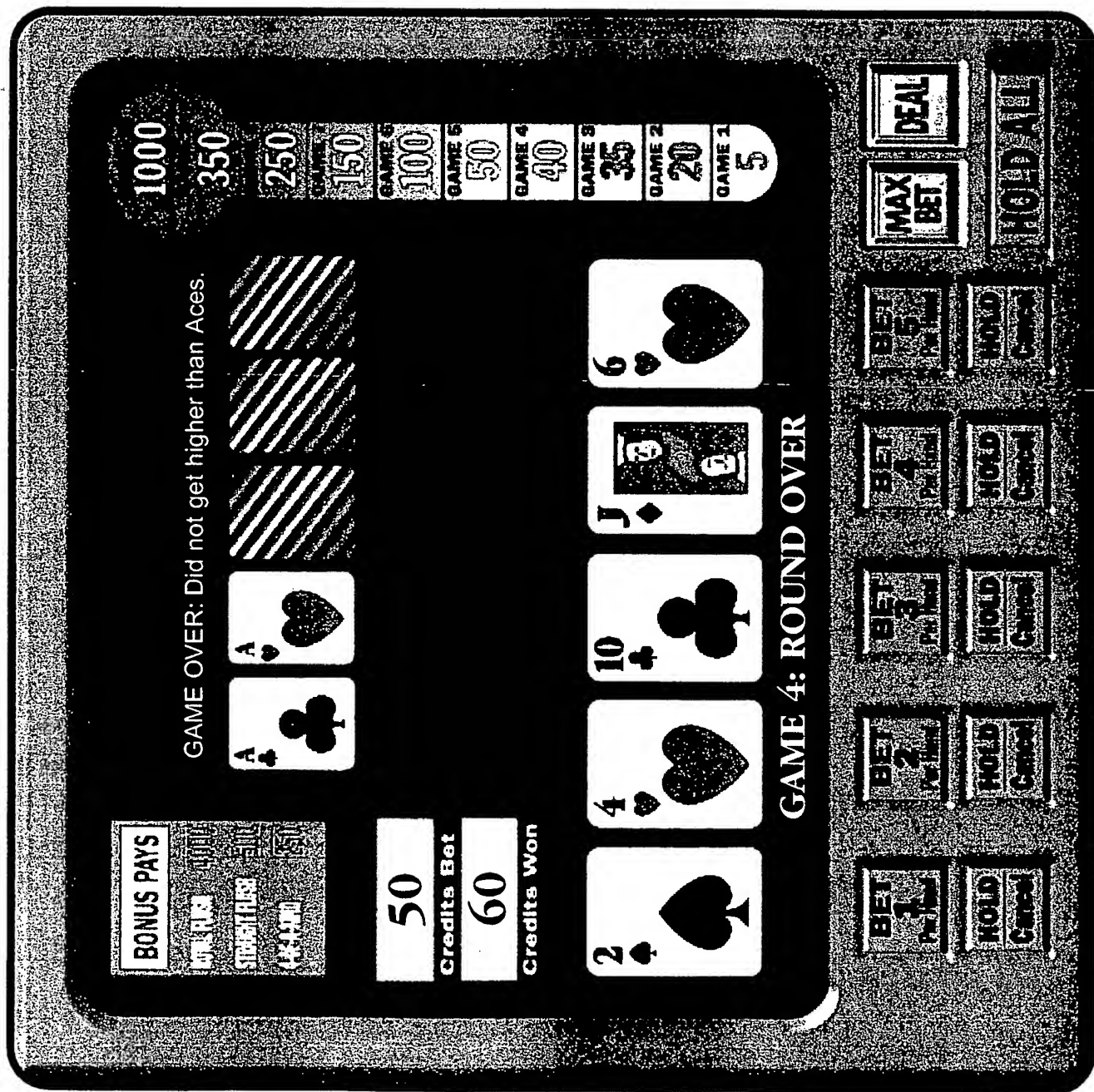




# Wager 1 Game 4

The player failed to beat the Aces on the draw.

This Round of 10 games is now over, with the player winning a total of 60.

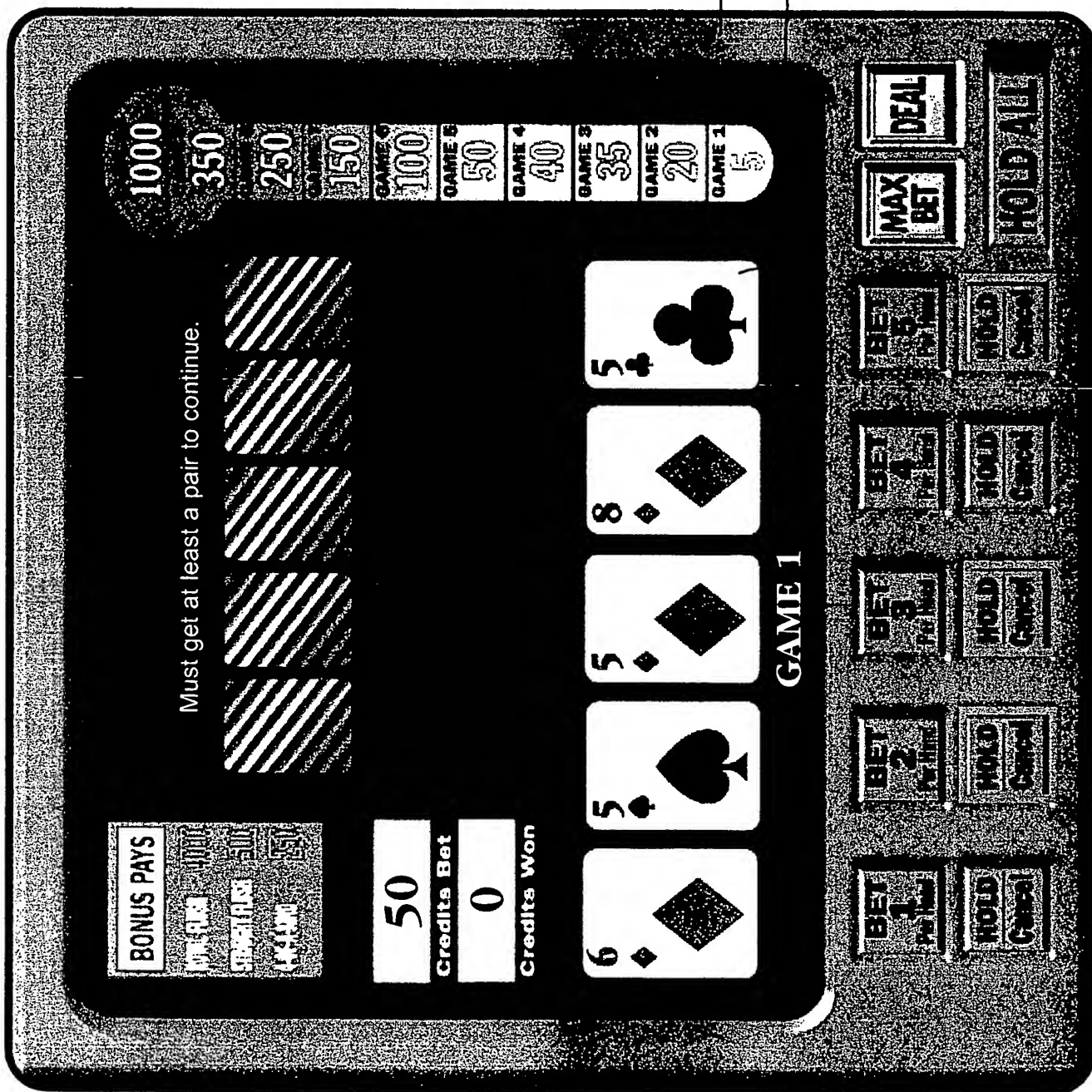


# Wager 2 Game 1

The player has wagered 50 (Max Bet) and has been dealt 3-of-a-Kind.

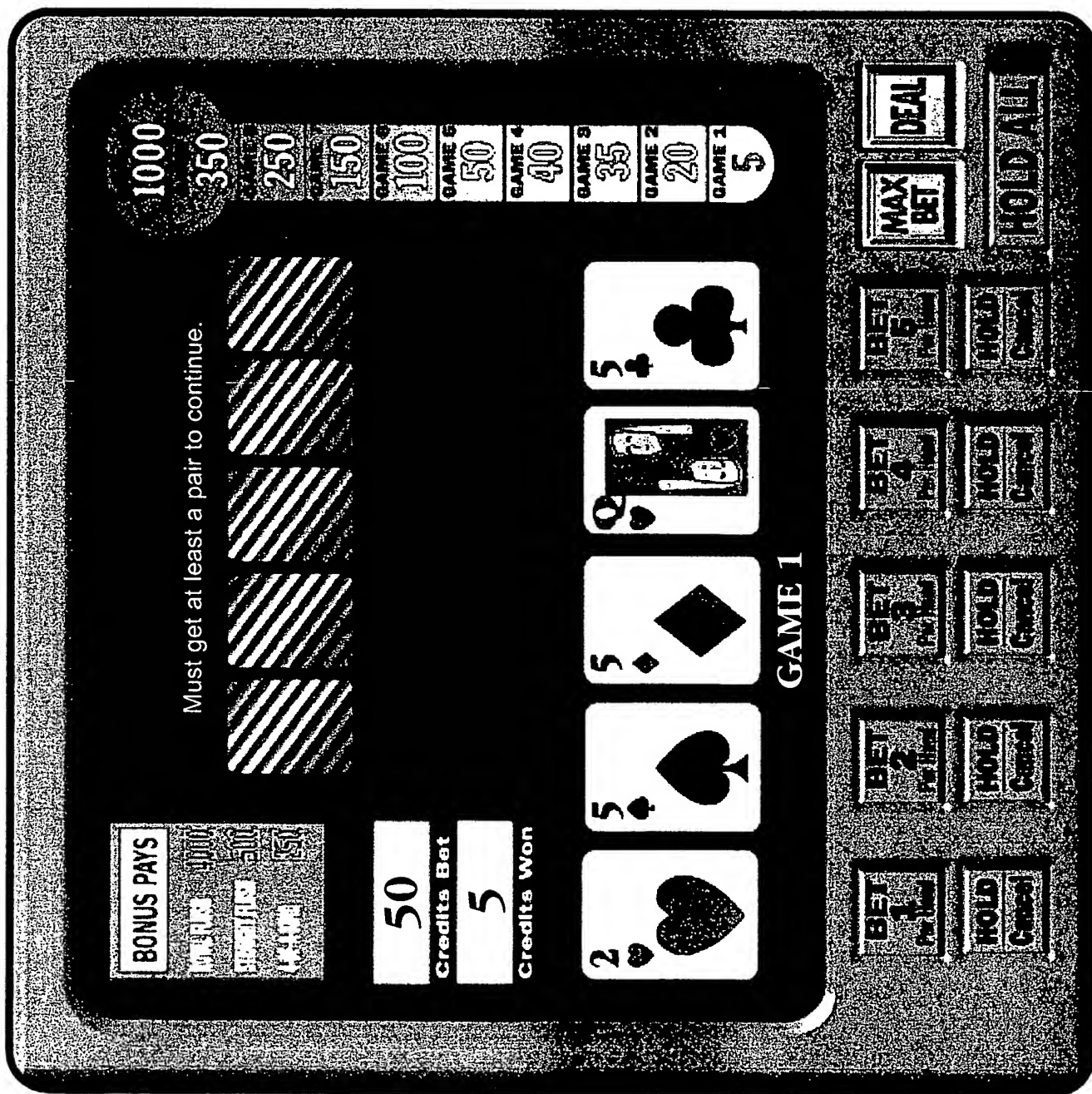
He could hold just 2 of the 5s, but would risk getting a third, 2 pairs, or even a Full House.

Instead, he elects to hold all 3 5s, because in HeatWave Poker, the familiar money hands are bonus pays!



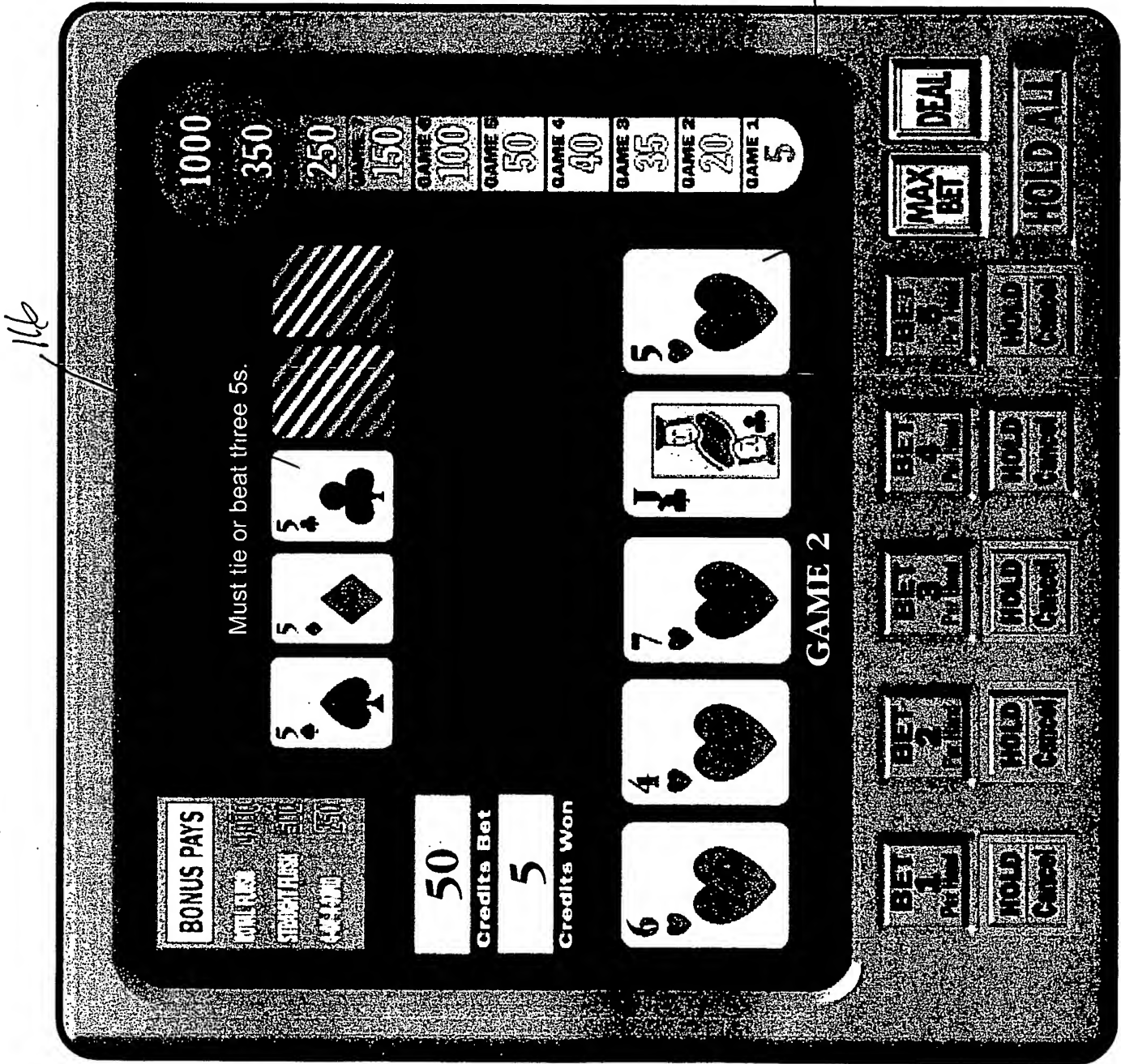
# Wager 2 Game 1

Unfortunately, the player does not get the fourth 5. He wins Game 1 with a 3-of-a-Kind.



# Wager 2 Game 2

The player deals Game 2, and has been dealt 4 to a Straight Flush, which he opts to hold. (Any Flush would win Game 2, and allow for the player to advance to Game 3.)





# Wager 2 Game 2

The player draws the 8 of  
Hearts, and not only beats  
the last hand for a win of  
20, but gets a Bonus Pay of  
500 to boot!

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Must tie or beat three 5s.

**BONUS PAYS**

1000	350	250	150	100	50
1000	350	250	150	100	50

**50**  
Credits Bet  
**525**  
Credits Won

**GAME 2**

5 of Spades, 5 of Diamonds, 5 of Clubs, 5 of Hearts

6 of Hearts, 4 of Hearts, 7 of Hearts, 8 of Hearts, 5 of Hearts

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**BET 1** Per Hand **HOLD Cancel**

**BET 2** Per Hand **HOLD Cancel**

**BET 3** Per Hand **HOLD Cancel**

**BET 4** Per Hand **HOLD Cancel**

**BET 5** Per Hand **HOLD Cancel**

**MAX BET**

**DEAL**

**HOLD ALL**



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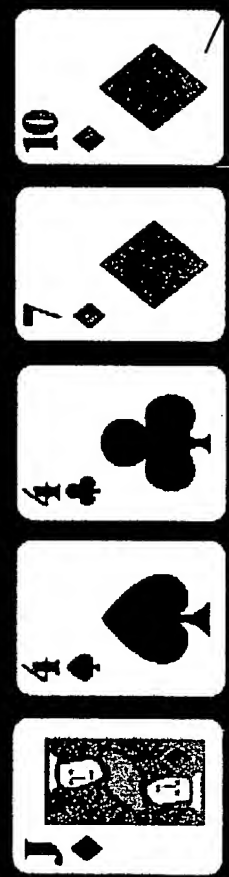
# Wager 2 Game 3

Must tie or beat an 8-high Straight Flush.

BONUS PAYS
ROYAL FLUSH
STRAIGHT FLUSH
4-OF-A-KIND



50
Credits Bet
525
Credits Won



GAME 3

BET 1 Per Hand	BET 2 Per Hand	BET 3 Per Hand	BET 4 Per Hand	BET 5 Per Hand	MAX BET	DEAL
HOLD Cancel	HOLD Cancel	HOLD Cancel	HOLD Cancel	HOLD Cancel	HOLD ALL	

The player has been dealt the cards for Game 3.

He does not hold the 4s, since they couldn't possibly beat the Straight Flush. Even 4-of-a-Kind wouldn't help. (BONUS PAYS ARE ONLY PAID IF THE GAME ITSELF IS WON!)

He could hold just the Jack and 10, but considers the Royal Flush a long shot.

He elects to hold 3 to a straight flush, which would beat the last hand AND pay another Bonus Pay.

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# Wager 2 Game 3

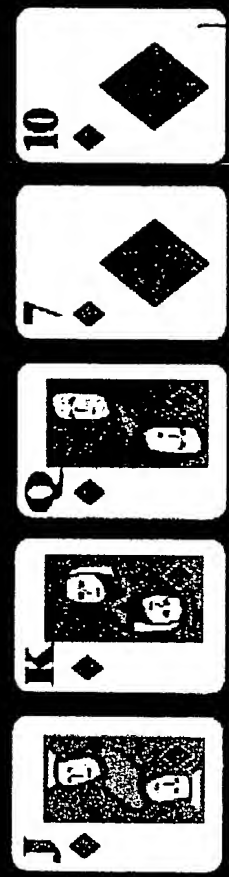
GAME OVER: Did not beat a Straight Flush.



BONUS PAYS	
ROYAL FLUSH	5000
STRAIGHT FLUSH	500
4-OF-A-KIND	50

**50**  
Credits Bet

**525**  
Credits Won



GAME 3: ROUND OVER

1000  
350  
250  
150  
GAME 6 100  
GAME 5 50  
GAME 4 40  
GAME 3 35  
GAME 2 20  
GAME 1 5

BET 1 Per Hand	BET 2 Per Hand	BET 3 Per Hand	BET 4 Per Hand	BET 5 Per Hand	DEAL
HOLD Cancel	HOLD Cancel	HOLD Cancel	HOLD Cancel	HOLD Cancel	HOLD ALL

The player gets a flush, which does not beat the Straight Flush.

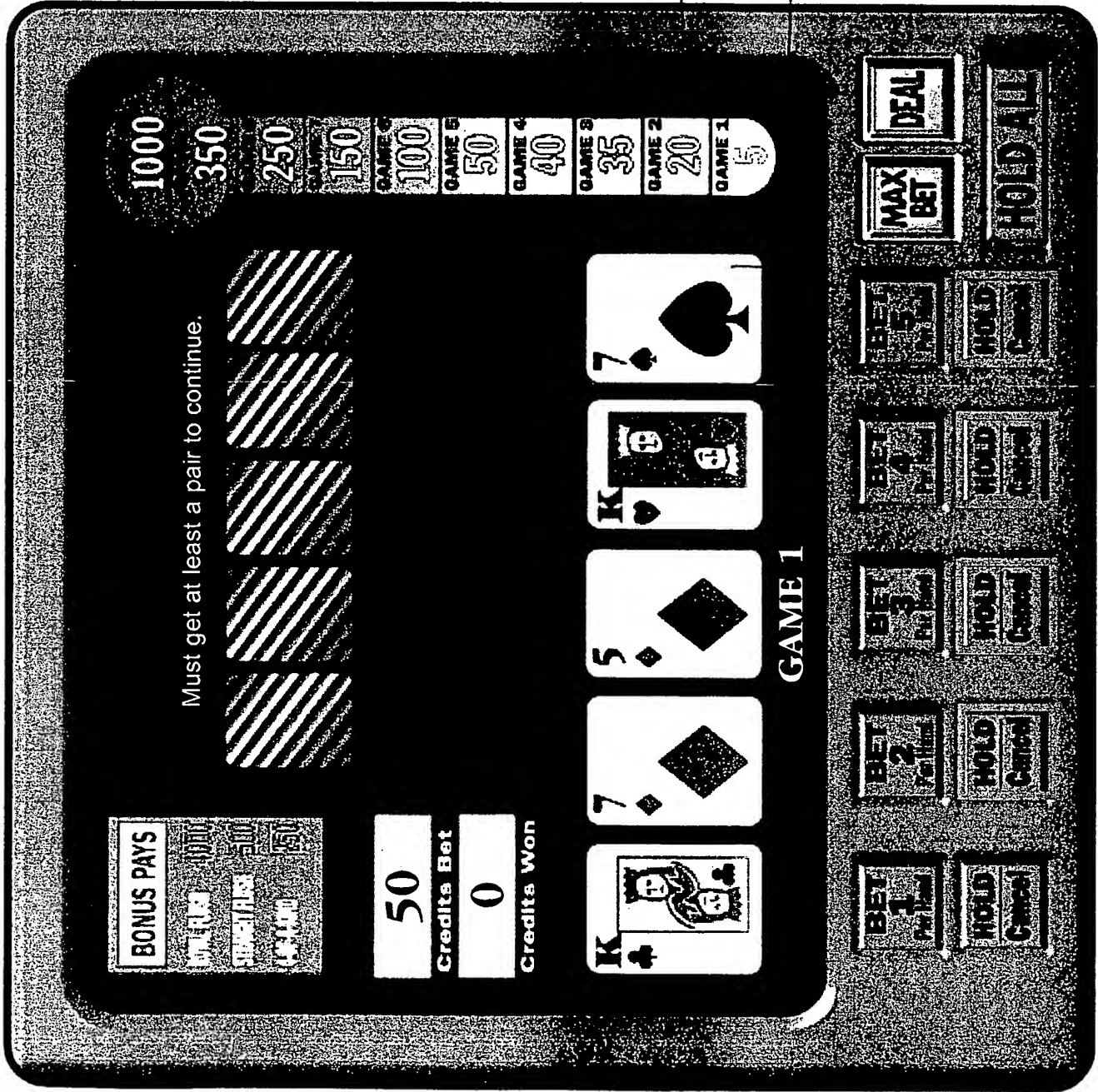
The Round is over with a total win of 525.

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# Wager 3 Game 1

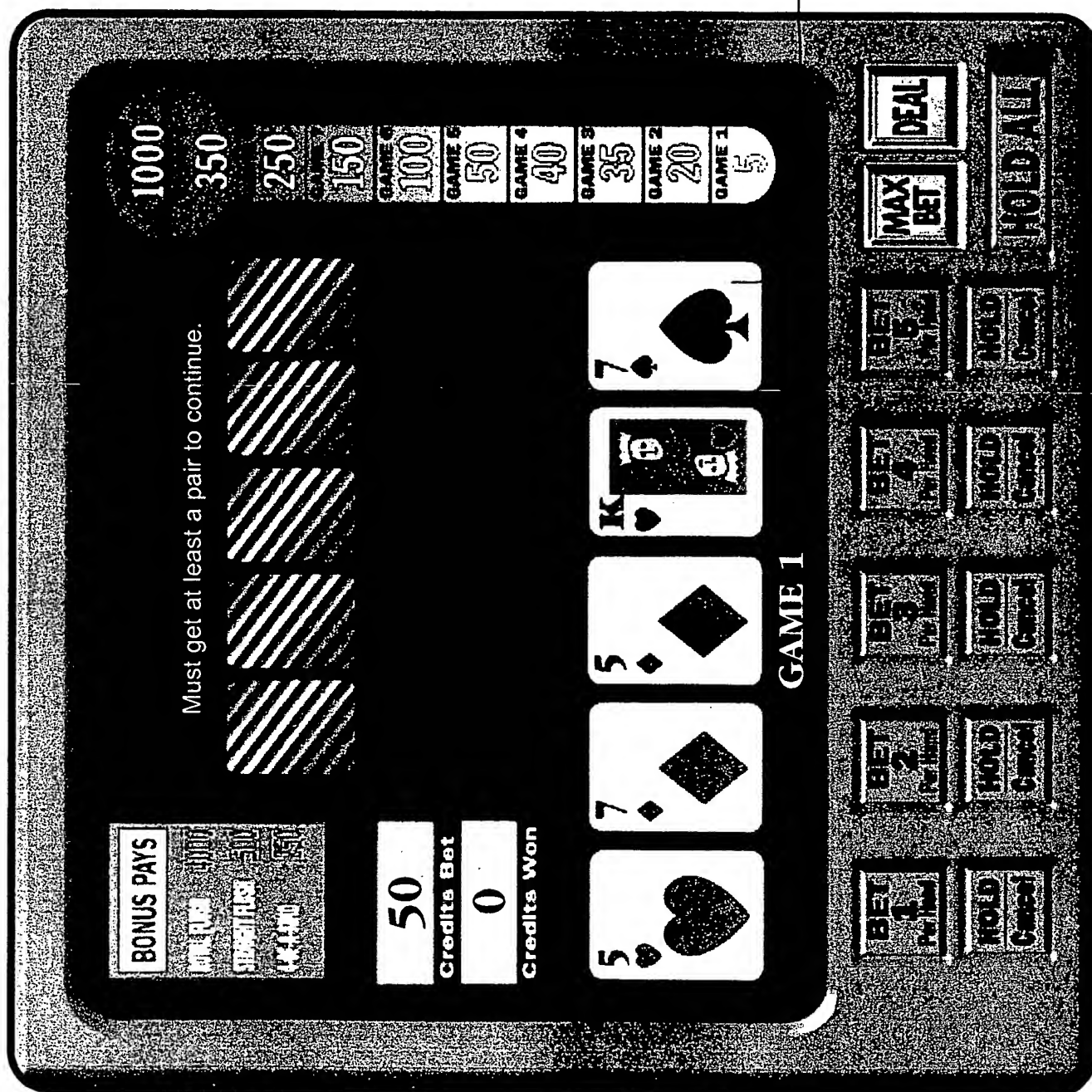
The player has placed another Max Bet, and receives 2 pair.

He elects to hold the lower pair, along with mixed cards, hoping to draw a different card, and end up with just a pair of 7s.



# Wager 3 Game 1

He draws another 5, and  
ends up with 2 pair.



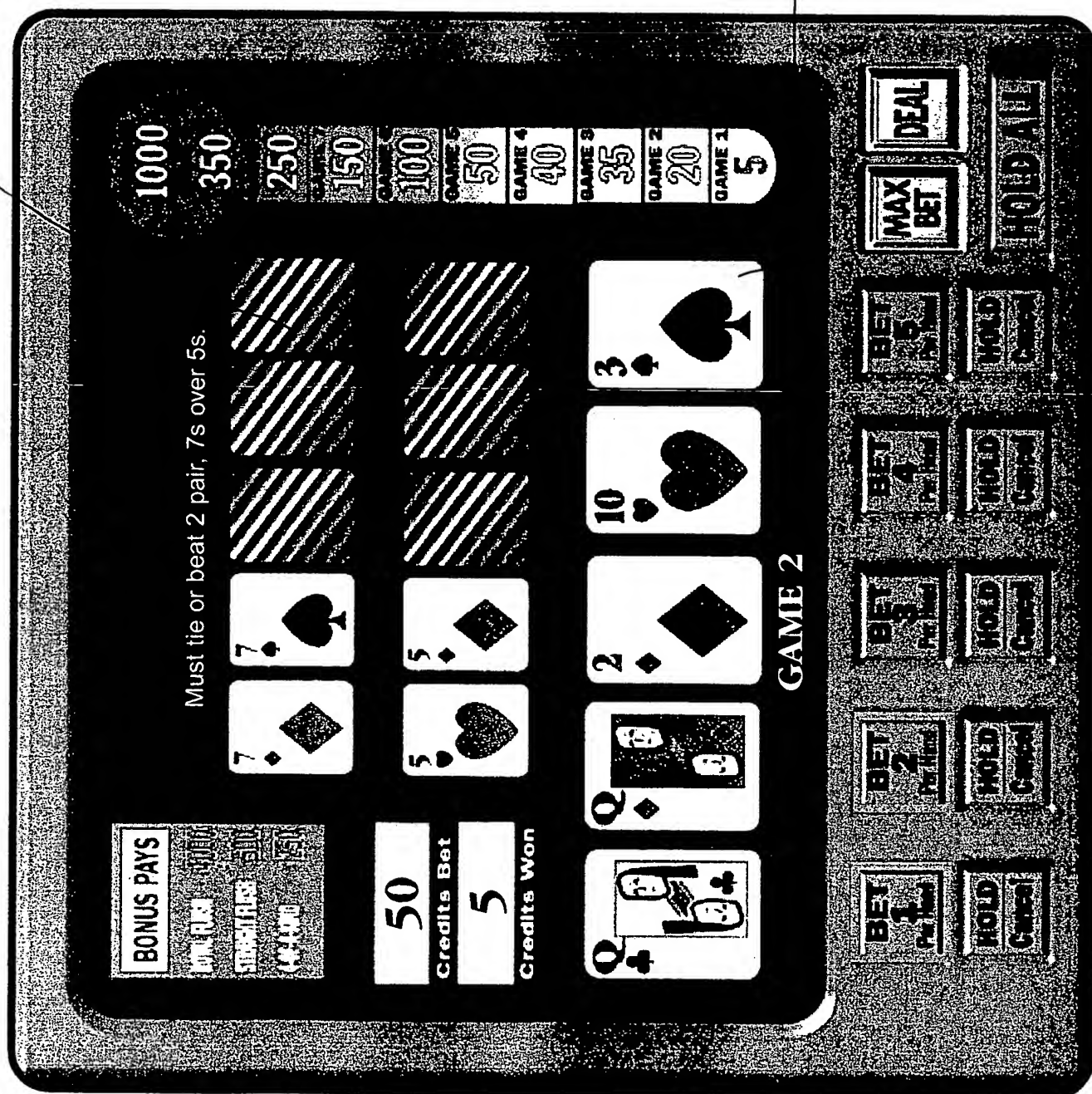
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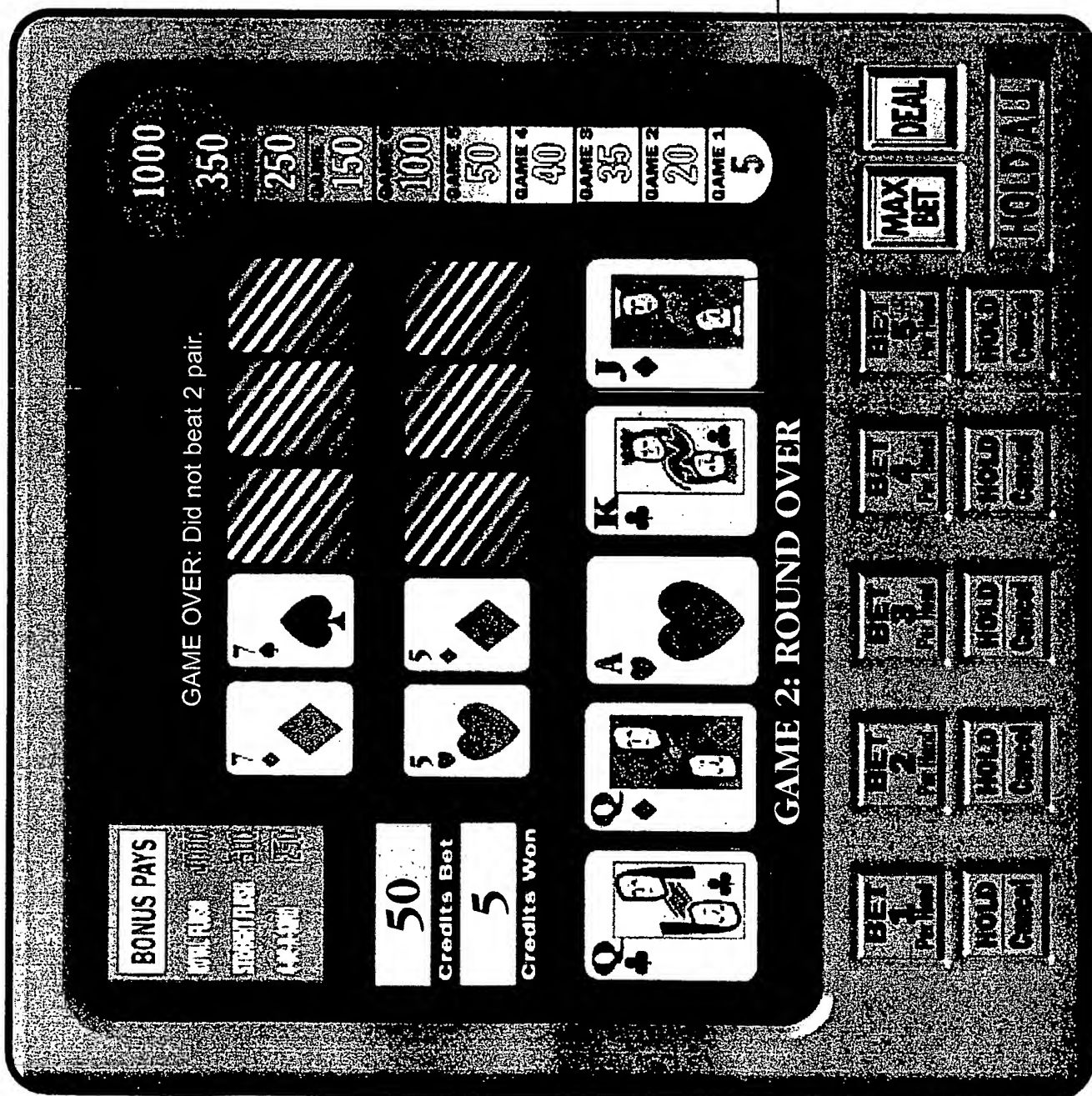
The second game is dealt, and the player holds the Queens.



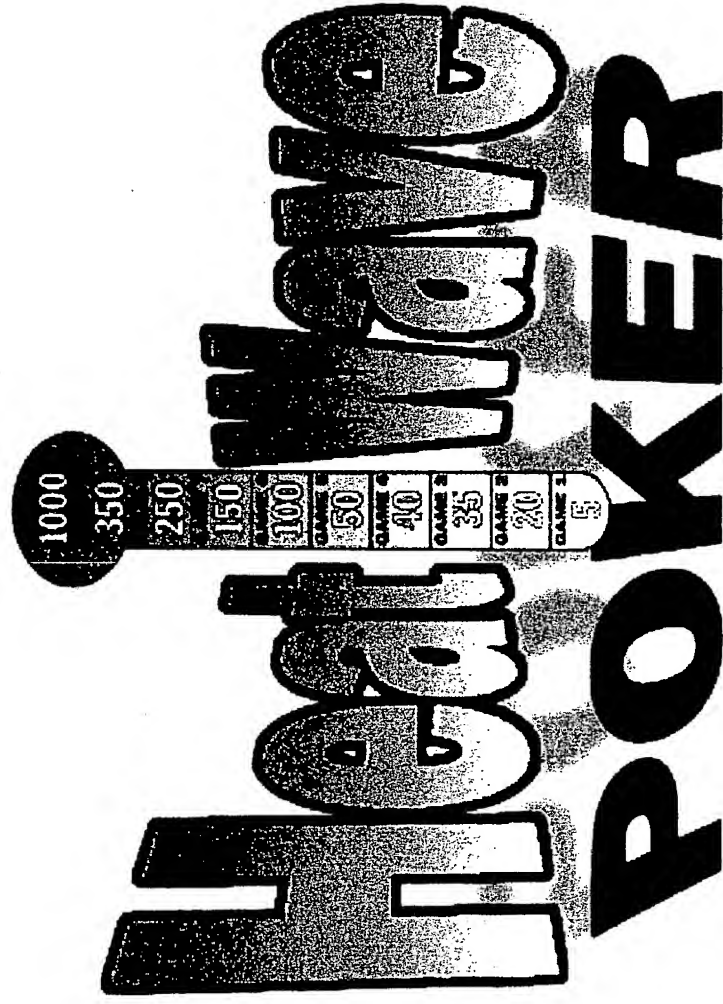


# Wager 3 Game 2

The player ends up with only a pair of Queens on the draw, losing Game 2 and ending the Round.



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## A CASINO VIDEO POKER GAME

HeatWave Poker is a breakaway version of video poker that plays unlike anything before! Instead of playing each game for the highest hand possible, players must use strategy to beat their last hand. The longer the string of wins, the more the player is paid.

One important element of traditional video poker is kept: players are paid bonuses for 4-of-a-Kind, Straight Flushes and Royal Flushes that mirror traditional pays (250, 500 and 4000 respectively)!



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### HEAT WAVE POKER

Traditional video poker has remained basically the same for years: a hand of 5 cards is randomly dealt from a deck of 52 cards, the player chooses to keep none, some, or all of the cards, and any non-held cards are replaced from the remaining 47 cards on the draw. The player is then paid according to a predetermined pay table: the hand may lose, or may be paid a certain amount of credits depending on the individual hand. For example, for a wager of 5 credits, 3-of-a-Kind may pay 15 credits, a Full House may be worth 40 credits, and a Royal Flush may pay 4,000 credits.

*Players are enticed to keep playing for the big payouts, usually 4s-of-a Kind, Straight Flushes and Royal Flushes. The smaller pays allow the player to stay in the game longer, maximizing the chances of getting one of the big payouts.*

There have been variations over the past years, including being able to play many games at once, and a recent version that allows the player to bet 4 games at once on 4 levels: if the player wins the first hand, he is paid 1x the pay table. He then advances to the second level, where a win pays 2x the pay table, and allows the player to advance to the third level (paying 4x the regular pays). The lucky player gets 4 wins in a row, with the fourth level paying 8x the regular pay. If at any time the player loses and fails to advance, the game is over, with the player keeping any wins before the losing level.

**Heat Wave Poker utilizes a completely different method of play.** Instead of being paid for particular hands, the player must tie or keep getting a better poker hand in each successive game. (The recommended play is 10 games wagered at a time, 5 credits per game.) The longer his string of ties or wins, the more the player earns. For example, if the player gets a pair of 8s in the first hand, he is paid a minimal amount (5 credits, for instance). A pair of Queens in the second hand will keep the player in the game, and pay an additional amount (20 credits, for example). If the player gets a Flush in the next hand, he wins an additional, larger amount (35 credits, perhaps). If the player reaches the 10th Game, he wins the highest amount (accumulatively 2000 credits, for example). Once a player fails to get a larger hand, the round of 10 games is over, with the player winning all credits up to that point.

*These successive pays replace the smaller hand pays (Pairs through Full Houses) in traditional video poker. They allow the player to stay in the game longer, until the player reaches a high level (Game 8, for example) with a meaty payout.*

**But Heat Wave Poker also retains the excitement of getting 4s-of-a-Kind, Straight Flushes, and the Royal Flush!** In this game, these popular hands are paid as bonus amounts, over and above the amounts earned for getting successively larger poker hands.

There is a fascinating and enticing play to Heat Wave Poker. The strategy is different from traditional video poker (a Low Pair in the first game is preferable to a Full House, for instance), and the strategy entails thinking ahead: instead of seeing each hand as a completely separate game, the player must view the round of games as a whole, deciding on hands that will keep him in the game.

**PRECEDENT**  
**GAMING**

I N C O R P O R A T E D

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# **Heat Wave Poker**

A CASINO VIDEO POKER GAME